

Mattaponi Sundowners

STAGES FOR SATURDAY, MARCH 25, 2023

Written by Potter County Kid

Mattaponi Sundowners – Rules and Stage Conventions

- **SASS Rules:** All SASS Rules are in affect; unless documented here, address during the Shooter Safety Meeting or specifically stated in the stage description for a given stage.
- **Round Over Berm:** A round fired over the berm is a Match DQ, excluding shotguns.
- **“No Alibi”:** All matches at Mattaponi are “no alibi” matches. *“Once the first round goes down range, the competitor is committed to the stage and must finish the stage to the best of his or her ability. Reshoots/restarts are not awarded for ammunition or firearm malfunctions. However, if there is a range failure (failure of props, timer, or the range officers) beyond the competitor’s control, a restart may be granted. On a reshoot/restart, the competitor starts over clean, carrying only accrued safety penalties forward. Restarts shall be allowed for a competitor to achieve a “clean” start up to the point at which the first round goes down range. Multiple restarts by the same shooter, that in the judgment of the R.O. are seen to be taking advantage, will not be entertained as they are not in the spirit of the game.”*
- **SASS Stage Conventions:** Unless specifically stated in the stage description for a given stage, all SASS Stage Conventions are in affect.
- **Shotgun Knockdown Misses:** Unless specifically stated in the stage description for a given stage and pursuant to SASS rules, all shotgun knockdown targets may be reengaged until down, aka “Comstock Rule”.
- **Loading on the Move:** Loading on the move is permitted pursuant to SASS rules.
- **Drawing on the Move:** Drawing on the move is permitted pursuant to SASS rules.
- **Muzzle Position:** When there is a risk of a prop blocking the muzzle of a firearm, the muzzle must be positioned downrange of the prop, as determined by the Range Officer. For example: shooting through the window of a store front or shooting beside a wall.
- **End of Stage:** Unless otherwise directed by a Range Officer, after a stage has been completed the shooter will safely retrieve rifle, shotgun, and pistols and move them to the unloading table. The shooters firearms will not leave the unloading table until they have been verified “cleared” by a Range Officer.
- **Coaching:** Any shooter who wishes to not receive coaching must state their preference at the beginning of each stage. The Mattaponi Sundowners strongly believe that shooters helping shooters (coaching) is a critical component of the “Cowboy Way” and part of what makes this game great!! Therefore coaching is strongly encouraged and supported.

The Spotters Creed:

If you know that it’s a Hit...It’s a Hit

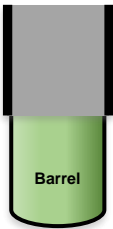
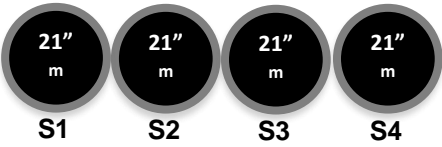
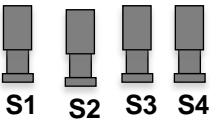
If you know that it’s a Miss...It’s a Miss

If you think it’s a Hit...It’s a Hit

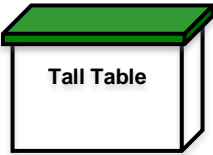
If you think it’s a Miss...IT’S A HIT

Benefit of the doubt always goes to the shooter

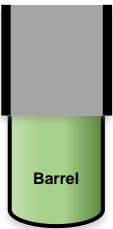
BAY 2



Position 1



Position 2



Position 3

STAGE 1 (BAY 2)

Round Count/Shooting Order: Rifle 10, pistols 5 each, Shotgun 4+

Staging: Rifle staged at position 1, Pistols holstered, Shotgun staged safely.

Procedure: The shooter starts at position 1 with hands on hat or head. When ready the shooter says “KILL’EM ALL”. At the beep with rifle engage rifle targets in this order: R1, R2, R2, R3, R3, R4, R3, R3, R2, R2. Move to position 3 and with pistols engage pistol targets P1-P4 with the same instructions as the rifle. Move to position 2 and with shotgun engage shotgun targets S1-S4 in any order. Pick up long guns and move to the unloading table.

STAGE 2 (BAY 2)

ROUND COUNT/SHOOTING ORDER: Shotgun 4+, Rifle 10, Pistols 5 each.

Staging: Shotgun held at port arms at position 2, Rifle staged safely, Pistols holstered.

Procedure: The shooter starts at position 2 with shotgun held at port arms. When ready the shooter says “KILL’EM ALL”. At the beep with shotgun engage the shotgun targets in this order: inside, inside, outside, outside. Move to position 1 and with rifle engage rifle targets R1-R4 in this order: R1, R4, R2, R3, R1, R4, R2, R3, R1, R4. Move to position 3 and with pistols engage pistol targets with the same instructions as the rifle. Pick up long guns and move to the unloading table.

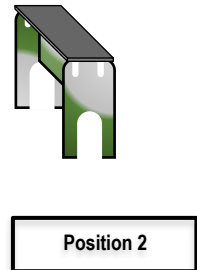
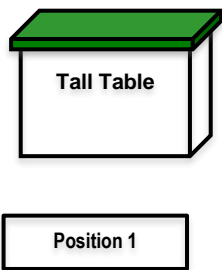
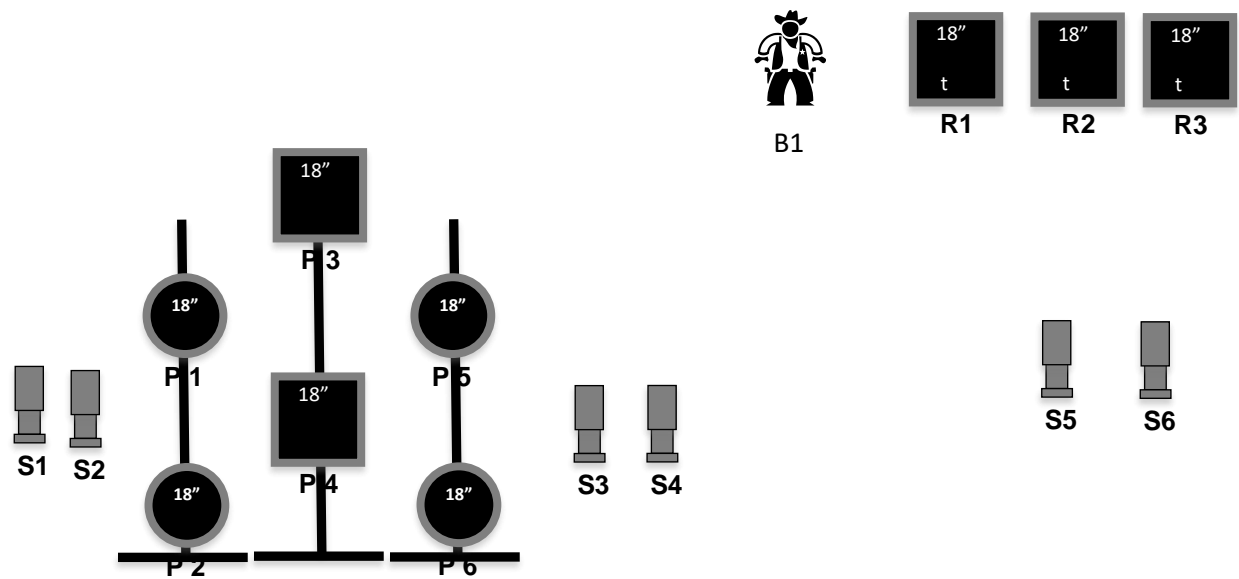
STAGE 3 (BAY2)

ROUND COUNT/SHOOTING ORDER: Pistols 5 each, Rifle 10, Shotgun 4+

Staging: Pistols holstered, Rifle staged safely, Shotgun staged at position 2.

Procedure: The shooter starts at position 3 with hands on pistol or pistols. When ready the shooter says “KILL’EM ALL”. At the beep with pistols engage the P1-P4 pistol targets in this order: P2, P2, P2, P1, P1, P3, P3, P3, P4, P4. Move to position 2 and with rifle engage the rifle targets with the same instructions as the pistols. Next with shotgun engage the shotgun targets S1-S4 in any order. Pick up long guns and move to the unloading table.

BAY 3



STAGE 4 (BAY 3)

Round Count/Shooting Order: Rifle 10, Shotgun 6+, pistols 5 ea.

Staging: Rifle staged at position 2, Shotgun staged safely, Pistols holstered.

Procedure: The shooter starts at position 2 with hands on the horse. When ready the shooter says “KILL’EM ALL”. At the beep with the rifle engage the R1-R3 targets with a triple tap sweep from either end then with the 10th round engage the bonus target. For example: R1, R1, R1, R2, R2, R2, R3, R3, R3, bonus. Next with shotgun engage targets S-5 and S-6 in any order. Move to position 1 and engage shotgun targets S1-S4 in any order. Next with pistols engage P1-P6 in this order: P2, P4, P4, P5, P3, P3, P1, P4, P4, P6. Pick up long guns and move to the unloading table. A hit on the bonus is an 8 second bonus. A miss on the bonus is not counted as a miss.

STAGE 5 (BAY3)

Round Count/Shooting order: Pistols 5 each, Shotgun 4+, Rifle 10, Shotgun 2+

Staging: Pistols holstered, Shotgun staged at position 1, Rifle staged at position 2.

Procedure: The shooter starts at position 1 with hands on hat/head and when ready says “KILL’EM ALL”. At the beep with pistols engage the P1-P6 targets by double tapping each of the round targets in any order then single tap the 2 square targets in any order. For example: P1, P1, P2, P2, P6, P6, P5, P5, P4, P3. Next with shotgun engage the S1-S4 shotgun targets in any order until down. Move to position 2 and with rifle engage the R1-R3 rifle targets with 2 separate 2-1-2 sweeps from the same end. For example: R1, R1, R2, R3, R3, R1, R1, R2, R3, R3. Next with shotgun engage the S5 and S6 shotgun target in any order until down. Pick up long guns and move to the unloading table.

STAGE 6 (BAY3)

Round Count/Shooting order: Shotgun 2+, Rifle 10, pistols 5 each.

Staging: Shotgun held with both hands pointing safely downrange, Rifle staged at position 2, Pistols holstered.

Procedure: The shooter starts at position 2 holding shotgun pointing safely downrange and when ready says “KILL’EM ALL”. At the beep engage the S5 and S6 shotgun targets in any order until down. Next with rifle engage the R1-R3 rifle targets with 2 separate 5 round Nevada sweeps. One starting on target 1 and the other starting on target 3. For example: R1, R2, R3, R2, R1, R3, R2, R1, R2, R3. Move to position 1 and with pistols engage the P1-P6 pistol targets in this order: P1, P3, P5, P3, P1, P2, P4, P6, P4, P2. Pick up long guns and move to the unloading table.